



PROSPECT, KY - For the 1989 Chicago RAINBOWfest, Glenside's Vice President David Barnes and President Ed Hathaway have been asked to conduct a seminar on Starting-Up a CoCo Club. Ira Barsky, Development Coordinator for Falsoft, Inc., and Glenside's President, Ed Hathaway made the arrangements during their November 30th phone conversation. This will be the second RAINBOWfest where Barnes and Hathaway conduct such a seminar. Even through the seminar theme is the same as last years, both Barsky and Hathaway feel that the information exchange will benefit and attract an all new audience. The time and date for this seminar was not made public during this announcement.

CoCo~123

A Glenside Color Computer Club of Illinois publication since 1981

GLENSIDE SOFTWARE SALE

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* Contact, Ed Hathaway for all above sale items at 462-0694. 'ALL' items are original and the asking prices are firm!



The Case of the Switch- blade Slasher Clues - Part 1 -

- > SOUTH
- > LOOK BENCH
- > GET COIN
- > BUY TICKET
- > GET TICKET
- > RIDE BUS
- > EAST (from Joe's)
- > NORTH
- > OPEN CABINET
- > GET PHOTO
- > SOUTH
- > EAST
- > CLIMB DUMPSTER
- > NORTH 3 TIMES
- > GET CREDIT
- > SOUTH 3 TIMES
- > BUY FLASHLIGHT
- > GET FLASHLIGHT
- > BUY AXE
- > GET AXE
- > NORTH 2 TIMES
- > BREAK WINDOW
- > CLIMB WINDOW
- > GET KNIFE
- > WEST 6 TIMES
- > DROP CREDIT
- > DROP AXE
- > NORTH 2 TIMES
- > GET JACKET
- > SOUTH 3 TIMES
- > WEST
- > MOVE GARBAGE
- > GET MONEY
- > EAST
- > NORTH
- > EAST
- > BUY BURGER
- > GET FOOD
- > SOUTH
- > WEST
- > SOUTH 3 TIMES
- > TURN ON FLASH
- > DOWN

Part 2 in next months
CoCo~123

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GLENSIDE COLOR COMPUTER CLUB of ILLINOIS

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February
Newsletter Deadline
January 27th

JANUARY MEETING

Originally, we had scheduled Geroe Henry and RTTY Communications for the January meeting. However, George is closing on his new home this week and all efforts on his behalf are being directed towards the move. We have re-scheduled George for the March meeting in hopes that by then he would have unpacked his CoCo by then!

So, thanks to a phone call from Ed Smetana, we know have a replacement presentation for January. Ed suggested a 'hardware cleaning & maintenance' type presentation. GREAT SUGGESTION! With the cold weather upon us, our time behind the computer is increased. With the cold weather comes dry air, dust, and static electricity. All three can be 'killers' to our computers. During the January meeting we will be showing you how to best protect your computer investment with proper care and treatment. We will cover it all...from keyboard to printer...disk drive to cassette. See you Thursday night.

PUTTING IT ALL TOGETHER

CompuServe Down Load

This is a breif description of a single board computer design that I am working on. Ideas and coments are welcome.

The board will have 2 mb of memory using 256k x 4 memorys with a 10mhz processor the memorys will need to be 150 ns. when 1 meg x 4 drams come out the card will hold 8 mb. With the addition of a small daughther board the computer will have 4mb of memory. This memory operates with no wait states using odd even word refresh. with 1 meg x 4 memorys and the daughter board the computer could have 12 meg of memory.

The board will suport 3.5 inch floppys with single double and high density formats. The floppy interface will use dma for transfer.

The board will have a SCSI interface for Hard Disk support and for Tape drives. The hard disk will also be DMA at a maximum transfer rate of 1.6 MB per second.

The board will have 4 serial ports.

There will also be a Video Graphics interface that will suport 256 or 16 colors 640 x 240 or 640 x 480 dot resolution. The board will be able to use a CM-8 Monitor in the 640 x 240 resolution mode.

The computer will use an IBM Keyboard.

The board will have a maximum size of 4.5 x 9 inches and may infact be smaller.

I don't have any power consumption figures. However most of the components will be CMOS so the power consumption will be small.

The processor is a SCC68070 by signetics. This processor is compatible with the Motorola 68000 series. The internal hardware is different but the programming model and object code are the same. Because the processor is capable of re-running an instruction on a bus fault the stack fram on exception is different than on the 68000. It is simmlar to the 68010. With an operating system like UNIX the processor would be able to run Vertual Memory Model. The SCC68070 has a built in Memory managment unit that will allow the processor to run UNIX or similar operating systems where all processes run from 0. There is also a built in dual channel DMA controller. The processor include a dual timer and a Uart Interface.

The specifications for this computer are very preliminar. and are definitely subject to change. Your input is welcome although I can't make any promises as to what will be implemented. I am the only person working on the hardware so I am limited by what I can do.

Kevin Pease
70516,1633

SECRETARY/TREASURE REPORT

Greg Pietrucha

Well the Thanksgiving dinner is done, and we all should be sick of Turkey soup, Turkey sandwiches, Turkey ice cream, ect. Now for the big'ol Christmas Holidays with the fun and games of buying batteries for the next two or three months, or till the darn toy breaks!

Getting down to club business for this column, I sent the paperwork for the meeting room in to the library. So it looks as we have the room for the next year.

I want to take the time to let you know that I will not be able to make the club meetings for the next six months or so. However, thanks to Rich Eckstrom, and Len Zielinski, who military violatored to help out with my duties while I'm absent. Rich will be handing out the Glenside Disk of the Month, and Len will be taking care of collecting the dues.

I want to remind all, that Rich will have (with your name on it) any disks that were not picked up during the past meetings. We now have 33 members in the GDMC. You can buy a disk (if there is any left) for \$1.50. Any extra money made on the GDMC goes to the club treasury. Len will be taking in the dues or any other club money for me. I want to take the time to remind all that starting January 1st, the club dues will go from \$10.00 to \$12.00 a year.

If you want to pay early and get me your dues via Len or the good'ol U.S. Mail by December 31st. you can save two bucks. Remember, the post office needs your mail early, so this years cards don't get mixed up with last years!

Following is a list of the club members that will be coming due in the next few months. Dave Barns, Mike Corbin, Ken Gideon, Roger Halvorsen, Wane Kopke, Tom Opiela, Cliff Patterson, Doug Pokorny, Ed Smetema, Bill Seeck, Ron Steinberg, George Tehune, Don Van, Ron Voigts, George Wamsley and Len Zielinski. If you don't get a chance to make the meeting, you can send a check to "GLENSIDE COLOR COMPUTER CLUB" 1349 Whirlaway Lane Hanover park, IL. 60103. Please call me if you have any questions about your membership at 830-1855.

I do want to take the time to Thank Casey for the help with the bank stamp and records. Also, I hope by now two of my good friends Bob Kirkpatrick and Len Zielinski are felling much better after their stay in the hospital!!!

Best wishes from the Pietrucha family to yours for a HAPPY HEALTHY HOLLIDAY, and YEAR TO COME!!!!

C.U. (HO! HO!) GREG

NOSKO's LASER GRAPHICS UPDATE

No. 2 08/17/88

Now that I have the physical capability of moving the laser spot around the screen, let me talk about what kind of smarts are required in order to draw meaningful images. First, what kind of information is needed to make the image? Because the scanners draw the line, we only have to send them to the end from the beginning. Got it! In other words, with the scanners in one position, just send them to another and their motion sweeps out a straight path to the end, making a line of light, not to be confused with line-of-sight. This line is called a vector; hence the name vector graphics. So, we only have to know the end points of the lines we wish to draw; the scanners fill in the rest. If we have the lines all join end to end, we just send the scanners from point to point in order to draw an image. Just like the well known ETCH-A-SKETCH. And you thought those connect-the-dot puzzles were pretty dumb, eh?

Well, we're on a grid which has 256 horizontal, and 256 vertical points; we need a horizontal (X) location and a vertical (Y) location. Just like those high school graphing problems everyone loved. Thus, to store an image we store a list of X and Y locations (coordinates). These coordinates are where our lines, or rather vectors, join.

Note that I am describing straight lines. Yes, everything is drawn with straight lines. For curves, we just use short enough vectors to look good; the scanners smooth things out for us very nicely. In fact, if we send points to the scanner faster than they can respond, everything is curves. To get nice, square corners, we must be sure to give the scanners time to get there and come to a stop before we send them on to the next point.

If an image needs mostly smooth curves (the scanners are sent on to the next point before they really get to the present point) but there is a point which I need to absolutely get to, I can give the scanners time to get there. A good example is a circle with a dot in the center. Draw the circle first (but send the coordinates fast enough so the scanners can't stop, or even slow down at each point, but move quite smoothly around), turn off the beam, and go to the center; but, make sure it's there by waiting long enough before turning it on again.

Drawing a circle is a bit sticky itself because if we start and stop the circle at the same place, there will be a bright spot there. The scanners take time to speed up and slow down. This creates a bright region because they spend more time there "painting" more light. Also, if the scanners do not start and stop exactly in the same place, there will be a gap in the circle. What to do? Simply draw slightly more than a circle, creating some overlap the intensity is brought up and down on the fly, while the

circle is still being drawn, the overlap can be made invisible. Remember, the eye responds logarithmically to intensity, so the double intensity in the overlap not really noticeable.

So, all we need is a list of X & Y coordinates to move the light spot around, right?. Not quite. This would be it, except, as you see, we must be able to turn off, or blank, the light to get to other images without having them all connected by lines. In addition, there may be images which require vectors that do not connect to the end of the previous vector like the circle & dot. It's like the puzzle which requires you to "draw this figure without lifting your pen". Also, it's nice to fade in and out smoothly as well as another thing (depicting) I'll describe later. To do this, we must also have information telling when to turn the light on and off. So, along with X & Y we can store intensity level.

My intensity control or "blinker" is a voice coil with a black paper "gate". It moves into the path of the light beam. The voice coil is low mass and moves very quickly. The beam is about .7 millimeter in diameter close to the laser and to keep the required movement to a minimum, I use a lens to focus the beam to a very small diameter at the blinder "gate". Placing another lens after this, at the right distance, returns the beam to original.

Now, all we have to do is sit down with paper and pen, draw what we want, and take down the coordinates to stuff into the computer. This is the way I did my first image; in block letters, the word "Fun". I just started putting coordinates into a DATA statement; pretty much off the top of my head. I read them into an array and sent the numbers to the D/A converters, over and over. CoCo Basic is just fast enough to do this.

Of course, this is laborious. I now use a graphics tablet (X-PAD) with a BASIC program I wrote to draw my images. There are routines to draw an image as well as rotate the image, translate (move) it to another position and change the size (scale). I have minimal editing capabilities as yet, but the next step is to add editing capabilities similar to a word processor. I want to be able to point to a point (huh?) with the tablet pen and move it or delete it or insert another; just as easily as we do text with a word processor. As you may guess, this will be called an image processor. Most of the time spent doing an image is the added fine tuning to get a good looking image from the scanners; the inertia of the rotating scanner mass complicates image generation a little. It just goes to show that you can't violate the no-free-lunch rule.

So, now we can draw laser graphics images as easy as using pen and paper. What can be done with these lifeless images?

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MODEM CALLS ADD UP!

Tim Davis

To start off, please allow me to introduce myself. I am Tim Davis and counting this month, I've been a member of Glenside for only 4 or 5 months. As a new member I have enjoyed all of the meetings that I have been able to attend. Being only 14 years old and in High School, sometimes homework keeps me from attending every meeting.

During one of the meetings a few months ago, I was able to buy a telephone modem for my CoCo. This was something that I had wanted for a long time but the price of a modem was always too expensive. When Mr. Bruce Gilmore offered to sell one to me for only \$10, I could wait no longer. Between buying Mr. Gilmore's modem and getting the Greg-E-Term program through the Club, I was ready to burn-up the telephone lines!

When I got my modem hooked up, the first thing my parents said was to not run up the phone bill. They were willing to allow me to use my new modem as long as I did not abuse this privilege. When I found out that the phone company charges 5 cents for each call within our dialing area, I decided to create a 'phone cup'. Everytime I make a local call with my modem, I put 5 cents into this cup. When the phone bill comes I give the money in the cup to my parents. So far it seems to be working out to every ones satisfaction.

Up until this time, everything was working out just fine...I turn on the modem...I drop a nickel into the cup! Then I discovered a BBS in Libertyville and called it a few times. Not knowing how much it costs to make this call, I figured that I better find out. I called the operator and got the information I needed. I found out this:

PLACE	8am - 9pm	9pm - 8am
SCHAUMBURG		
TO	10 1/2 cents	7 cents first
LIBERTYVILLE	for the 1st	minute, 2.5
	minute, 4	cents each
	cents each	additional
	additional	minute.
	minute.	

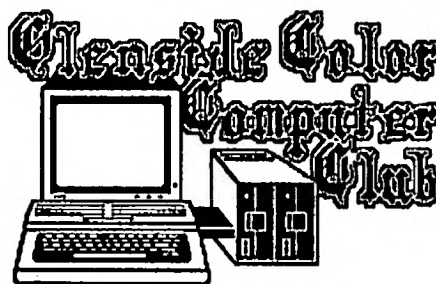
So, each time I call this BBS, I figured out how long I was on-line and put the money into my 'phone cup'. Also, knowing that I am paying for these calls, speeds up my on-line activity. Every minute saved adds up!

The arrangement I had with my parents was, however much more the bill was this month than last months, I

would pay the difference. When the bill finally came, It was only 3 dollars more then last months. Because of this, my parents decided to do away with the rule of me paying the difference since the bill might be high one month without it being my fault. Example: My parents calling my grandma in Wisconsin or calling their own friends. Since they thought the rule wasn't fair, they just said that they would pay the bill from now on as long as I didn't go wild with the modem. I thought it was a good deal!

But, besides my new found good fortune, I have learned that owning a CoCo does demand certain responsibilities. My parents entrusted me to be accountable for my computer activities and they rewarded me for doing so. I still contribute to the 'phone cup' every now and then but now its for other reasons. ☐

Tim Davis is 14 years old and a freshman at Schaumburg High School. He has had his 64k CoCo 2 for about 4 years. He also has 1 FD-502 drive, a DMP-106 printer, MODEM I B, and a CCR-81 cassette recorder. He like games of all kinds and loves to program. His favorite adventure game is The Interbank Incident, which according to Tim, is very close to solving. Tim is also on the football team.



WHEATON AMATEUR HAMfest

JANUARY 29, 1989
Odeum Sports & Expo
Center
1033 N. Villa
Villa Park, IL

For ticket information contact Ray Grundy at 469-7999

Second City Software

P.O. Box 72956
Roselle, IL 60172
Voice: 312-653-5610
BBS: 312-307-1519

CoCo CALENDER DELUXE:

Organize all of your appointments with this 365 day Calendar. Now with Hi-Res print driver for the DMP, CGP, Epson MX-80 and Star Gemini 10X printer. Please specify printer. 64k DISK.....\$19.95

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Even your casino odds with this BlackJack card simulation and tutor! Program can be edited for different house rules. 64k DISK.....\$16.95

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Gives Basic a full-screen editor to supplement the regular EDIT commands. Works on the CoCo 1&2 and with the CoCo 3, WIDTH 32, 40 or 80 is supported! Complete screen cursor control with the arrow keys plus features to make EDITing Basic programs a snap! BSE, a must have CoCo utility. Our low price was the only corner that was cut on this quality program. 64k DISK.....\$19.95

CHECK-09MV - Version 2.0:

Finally, a program that interacts with MultiVue for FAST and EASY check balancing. CHECK-09MV and you can now take control of your bank checking account. No more waiting on your bank statement for an ending balance. CHECK-09MV will provide a check-by-check balance in an easy to use format that eliminates those monthly surprises! Bring your money and you closer together and have the buck STOP HERE! Featuring an all new EDITING command. 512k DISK.....\$25.95

CoCoMAX II: By Colorware

The 'CLASSIC' CoCo graphic program. Draw great works of art with the program that set a standard for all others to follow. Supported by a Hi-Res interface and numerous printer drivers for complete set-up. 64k DISK.....\$78.45

CoCoMAX III: By Colorware

All new program based off the 'CLASSIC' CoCo-Max II software. Allows for full animation, select 16 colors from a 64 color palette, fast & easy to use w/ pull down menus in a point-and-click environment. 128k or 512k DISK.....\$78.45

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A complete disk utility package for all CoCo's. Full Disk I/O for FORMAT, COPY, and BACKUP. Supports single or double sided 35 or 40 track drives. With DISK UTILITY 2.1A PLUS from SCS, you get TWO programs for ONE low price. DISK UTILITY for the CoCo 1 & 2 and DISK UTILITY for the CoCo 3. 64k DISK.....\$23.95

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A FAST and EASY TO USE ELECTRONIC DRAFTING PROCESSOR. Create pro-looking diagrams using a 480x540 pixel screen with 6 viewing windows! Over '30' electronic symbols with 10 definable symbols. Even supports Logic gates & Multipin chips! Print hardcopy or save to disk for later editing. NOW CoCo 3 COMPATIBLE. 64k DISK.....\$22.95

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Add 24 new disk commands with 2 Hi-Res Screens! Supports 40 track & Double Sided drives, 6ms stepping, auto disk search, error trapping and burnable into an EPROM. 64k DISK.....\$24.95

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THE NEWSPAPER PLUS:

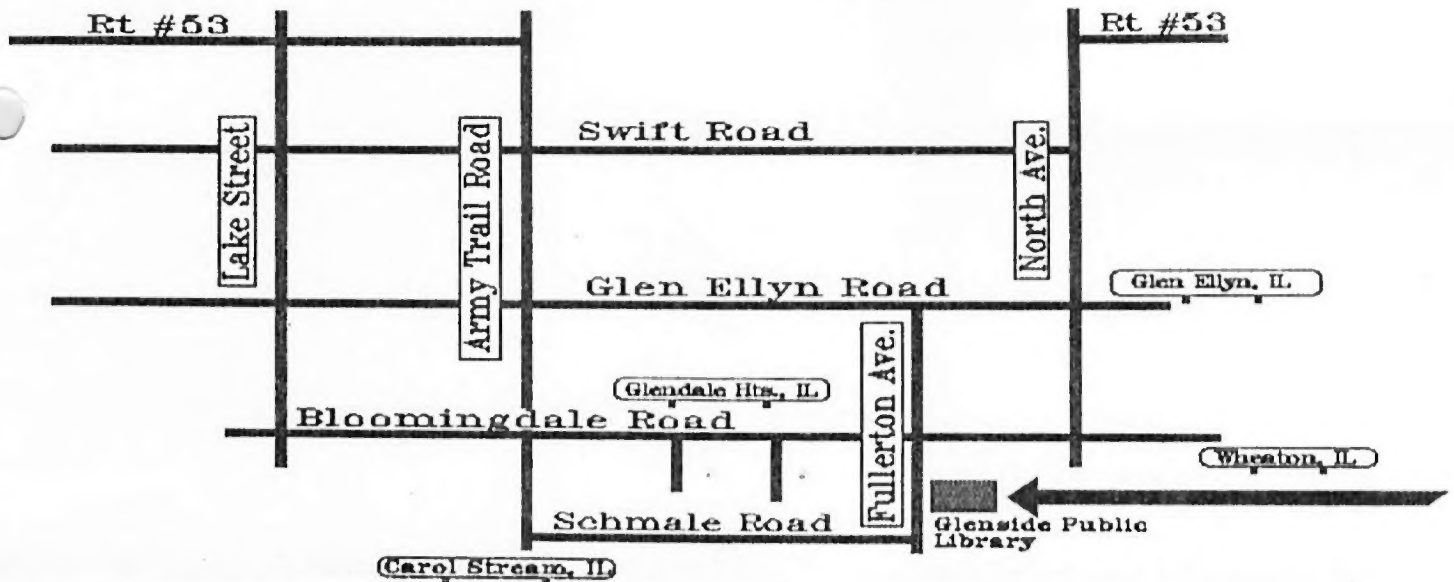
DeskTop Publishing for the CoCo 3? With the ALL NEW NEWSPAPER PLUS, you now can create complete and sophisticated Banners, Headlines along with Text Columns and Graphics. THE NEWSPAPER PLUS allows for importing different pictures, fonts and fill patterns from disk for that pro-look. Comes complete with 22 fonts and 50 clip art pictures. THE NEWSPAPER PLUS is an all new upgraded program based on the original NEWSPAPER program. SCS is the ONLY company authorized to handle THE NEWSPAPER PLUS program. Why buy the old, overpriced and outdated program when you can get the newest release for less! 128k DISK.....\$48.95

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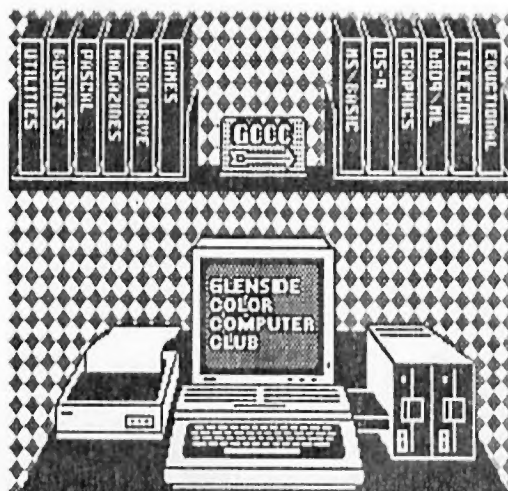
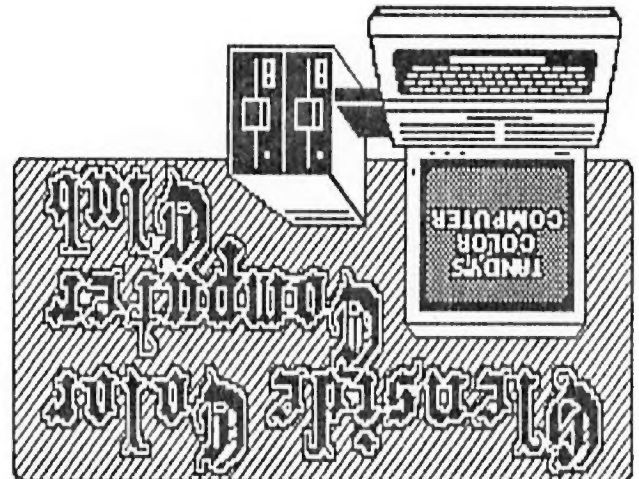
The FIRST OFFICIAL supplementary program disk for THE NEWSPAPER. Contains '50' NEW PICTURE FILES, '10' NEW FILL PATTERNS and '3' ADDITIONAL FONT SETS! GRAPHICS DISK I is available only from Second City Software for \$19.95

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John (Tony) Podnaza
119 Adobe Circle
Carpentersville IL 60110



Location
Glenside Public Library
Fullerton Ave.
Glendale Hts. IL
7:30 to 9:30pm

call: 462-0694
 for more information

Monthly meetings every SECOND THURSDAY